

## Section 1: Vectors in three dimensions

### Crucial points

- 1. Use vector notation correctly**  
Remember that in handwriting you should underline vectors, or in the case of a vector joining two points, use an arrow above, e.g.  $\overrightarrow{AB}$ .
- 2. Make sure you know how to find the resultant of two vectors**  
To find the resultant of two or more vectors simply add them together.
- 3. Make sure you know how to find the vector joining two points**  
The vector  $\overrightarrow{AB}$  is found by  $\overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$
- 4. Make sure that you know how to find a unit vector**  
To find a unit vector in the same direction as a given vector,  $\mathbf{a}$ , you divide by the magnitude,  $|\mathbf{a}|$ .